

MARVEL®

© 1998 MARVEL ENT. GROUP, INC.

TM

\$1.00 US

\$1.25 CAN

311

JAN

02457

APPROVED

BY THE

COMICS

CODE

AUTHORITY

the AMAZING SPIDER-MAN

INFERNO
CONTINUES

THE RETURN OF THE MAN CALLED
MYSTERIO!



01



0 71486 02457 6

TM & © 2004 MARVEL

TM & © 2004 MARVEL



WE'D LIKE TO SHED A LITTLE LIGHT ON OUR UPCOMING HITS.

ULTRA, the hottest new game generator in town, is about to unleash 3 of the most thrilling games of all time for the Nintendo Entertainment System.

Take sides with "Teenage Mutant Ninja Turtles" in a nunchucking, karate chopping sewer fight through the villain ravaged streets of New York (coming Spring, 1989).

Then, slash past black hearted knights and rescue beautiful maidens in "Defender of the Crown,"™ an unbelievable movie-like adventure with tons of strategy, sword-fights and nearly 30 animated

screens (coming Spring, 1989).

And finally, cruise down back alleys in "Skate or Die," a knockdown-dragout, multi-event spectacular that pits you against a friend or Bionic Lester in the free-wheeling Jam & Joust (coming Oct., 1988).

So get psyched for ULTRA's best. And be prepared to see video games in a whole new light.

For more information on ULTRA's great line of games, send your name, age and address to: ULTRAGAMES™

240 Gerry St.,
Wood Dale, IL 60191
(312) 595-2874

ULTRA
GAMES

ULTRAGAMES™ is a trademark of ULTRA Software Corporation. Skate or Die™ is a registered trademark of Electronic Arts. Teenage Mutant Ninja Turtles™ is a registered trademark of Mirage Studios. USA Defender of the Crown™ is a registered trademark of Cinemaware Corp. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. Dates may change due to circumstances beyond our control. Please be patient the games are well worth waiting for. © 1988 ULTRA Software Corporation

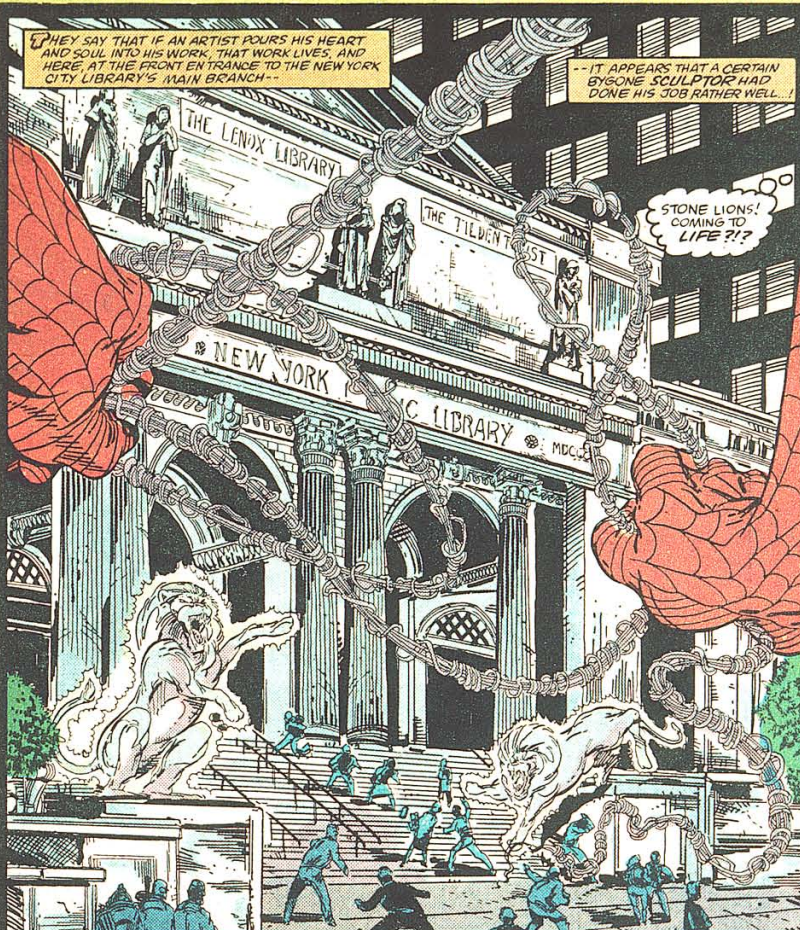
TM & © 2004 MARVEL

Stan Lee PRESENTS: THE AMAZING SPIDER-MAN.

THEY SAY THAT IF AN ARTIST POURS HIS HEART AND SOUL INTO HIS WORK, THAT WORK LIVES, AND HERE, AT THE FRONT ENTRANCE TO THE NEW YORK CITY LIBRARY'S MAIN BRANCH--

--IT APPEARS THAT A CERTAIN BYGONE SCULPTOR HAD DONE HIS JOB RATHER WELL!

STONE LIONS! COMING TO LIFE???

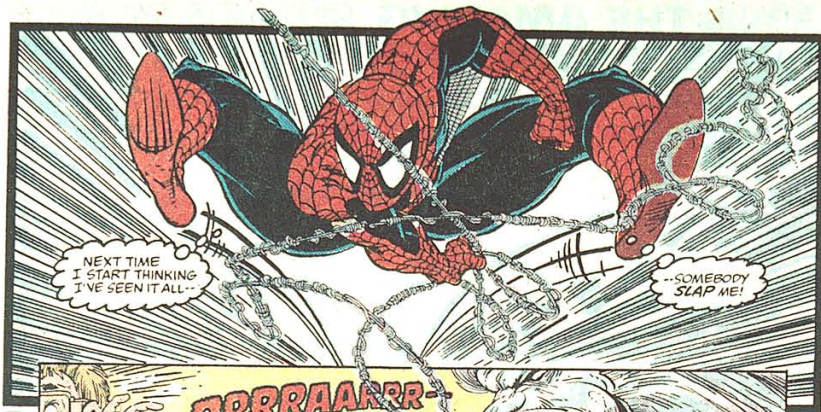


MYSTERIES OF THE ROAD

DAVID MICHELINIE WRITER
TODD MCFARLANE ARTIST
RICK PARKER LETTERS
BOB SHAREN & EVELYN STEIN COLOR
JIM SALICRUP EDITOR
TOM DeFALCO EDITOR IN CHIEF

THE AMAZING SPIDER-MAN™ Vol. 1, No. 311, January, 1989. (ISSN 0274-5232) Published by MARVEL COMICS, A NEWWORLD COMPANY, James E. Galt, President. Stan Lee, Publisher. Michael Hobson, Group Vice President. Milton Schiffman, Vice-President. Production OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly except for monthly June, July and August. Copyright © 1988 by Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate \$12.00 for 12 issues. Canada and Foreign, \$14.00. Printed in the U.S.A. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue), and the distinctive likenesses thereof, are trademarks of the MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO SUBSCRIPTION DEPARTMENT, 387 PARK AVENUE SOUTH, 9TH FLOOR, NEW YORK, N.Y. 10016.

TM & © 2004 MARVEL



NEXT TIME
I START THINKING
I'VE SEEN IT ALL

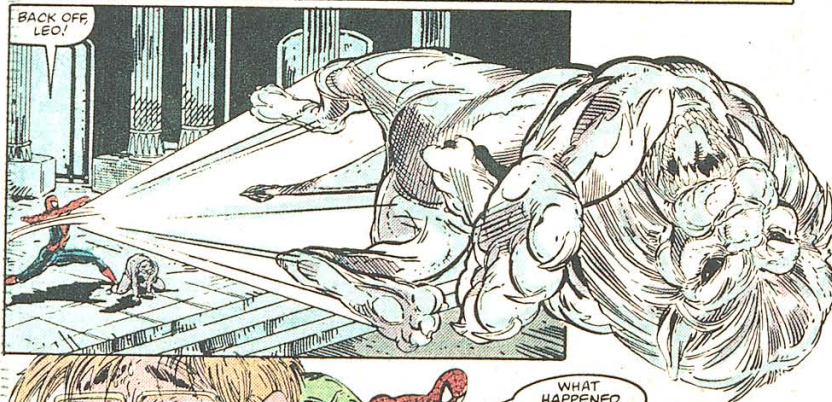
...SOMEBODY
SLAP ME!



RRRRAARRR--



-- RRRRRrk!*

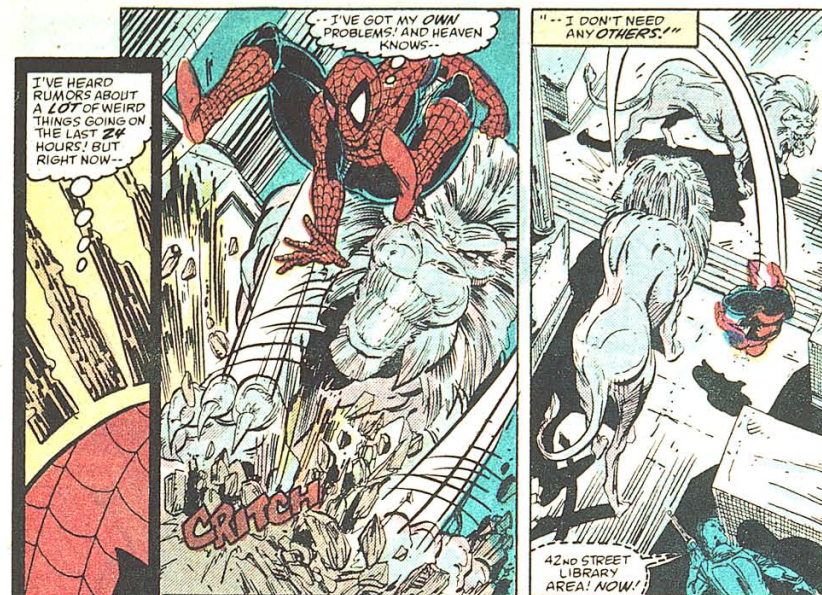


BACK OFF,
LEO!

WHAT
HAPPENED
HERE?

B-B-BEATS ME! I-I WAS ON
MY WAY TO WORK ON A TERM
PAPER, WH-WHEN THOSE STATUES
JUST STARTED ATTACKING!

2



I'VE HEARD
RUMORS ABOUT
A LOT OF WEIRD
THINGS GOING ON
THE LAST 24
HOURS! BUT
RIGHT NOW--

...I'VE GOT MY OWN
PROBLEMS! AND HEAVEN
KNOWS--

"...I DON'T NEED
ANY OTHERS."

CRITCH

42ND STREET
LIBRARY
AREA! NOW!!

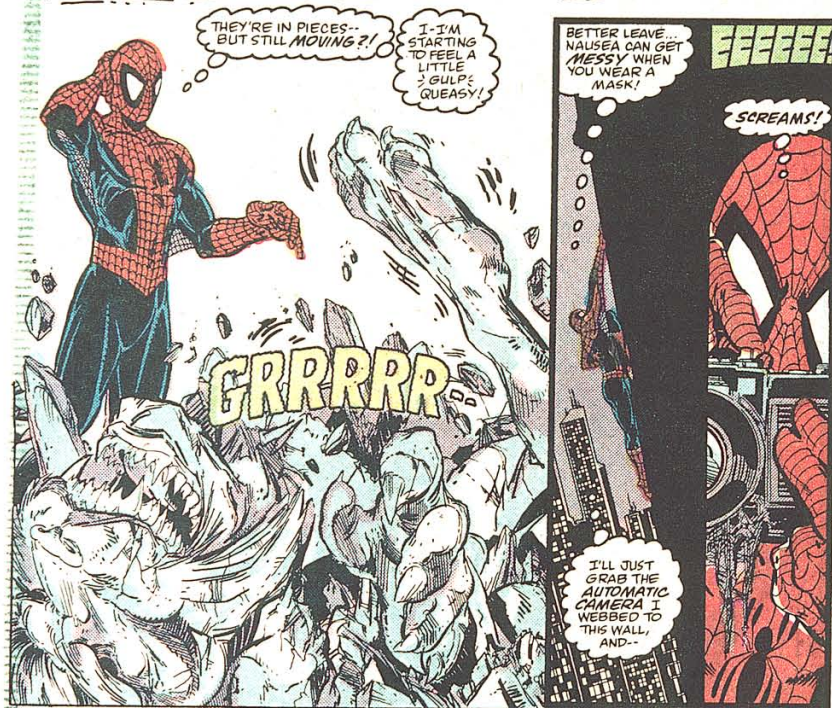


CIVILIANS
SAFE! STONE
TABBIES ARE
CONCENTRATING
ON ME! TIME
TO GIVE THEM--



...SOMETHING ELSE
TO THINK ABOUT!

3



"Look Ma, no more wires."

FREEDOM STICK™ WIRELESS REMOTE CONTROL

COMPATIBLE WITH NINTENDO*, SEGA*,
ATARI*, COMMODORE*

- Wireless Remote Control • Feel and action of an arcade joystick • Compatible with Nintendo, Sega, Atari and Commodore • Automatic Rapid Fire
- 8 direction precision micro action • Play 1 and 2 player games plus 2 player simultaneous games (requires 2 Freedom Stick™ Wireless Remote Controls)

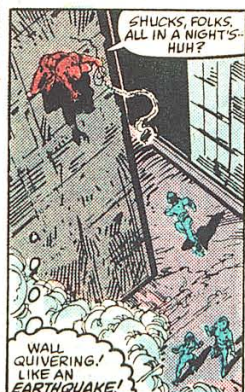
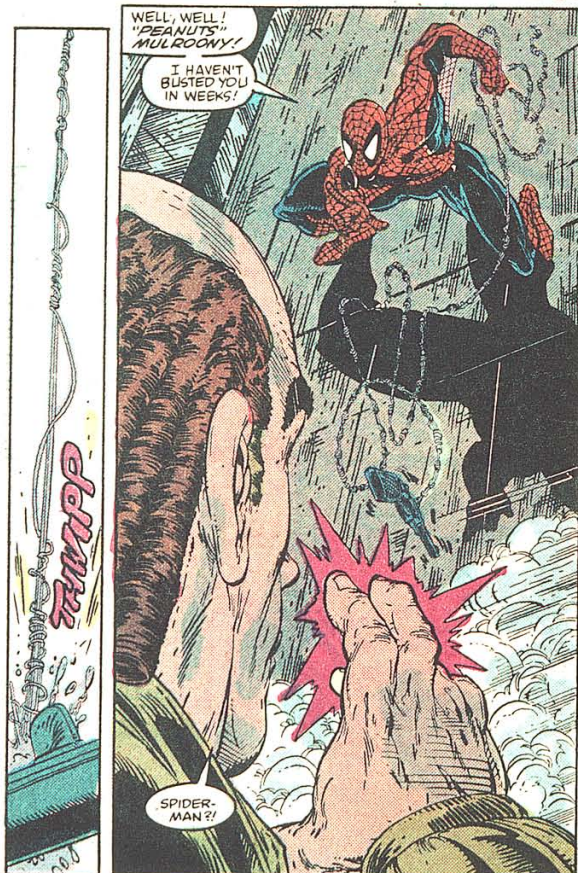
Available at major
retailers nationwide

FABULOUS
TECHNOLOGICAL
BREAKTHROUGH!



CAMERICA™

*Nintendo is a registered trademark of Nintendo of America, Inc.
*Sega is a registered trademark of Sega of America, Inc.
*Atari is a registered trademark of Atari Corporation
*Commodore is a registered trademark of Commodore Business Machines, Ltd.



6

Terrific News! Arcade Classics To Play At Home

MagMax and Seicross—Super exciting, outerspace video games you can play at home for the first time ever!

You take the controls of MagMax, the giant robot warrior, and fight a three-headed mechanical space monster trying to destroy the human race.

In Seicross, you race a super space bike through an army of enemy suicide bikers. Gather Energy Packs to attack the Dinosaur Tank and rescue the captive Petras people.

Free* MagMax Poster Offer

*Send \$2.00 for postage and handling and FCI will send you a full size MagMax poster

Name Age

Address

City, State Zip

Fill out this coupon, enclose a check or money order for \$2 payable to FCI, Inc. and send to:

MagMax Poster Offer
FCI, Inc.
150 East 52 Street
New York, NY 10022

Offer expires Dec. 31, 1988. MagMax is a trademark of Nihon Bussan Co., Ltd.

Look for these other FCI video thrillers you can play at home:

Dr. Chaos™

Exodus
Ultima™

ZAME™

Lunar Pool™

Dr. Chaos, Zame and Lunar Pool are trademarks of Fujisanki Communications International, Inc. Ultima is a trademark of Richard Garriott. MagMax and Seicross are trademarks of Nihon Bussan Co., Ltd. These games are all licensed for play on the Nintendo Entertainment System.®

Nintendo and Nintendo Entertainment Systems are trademarks of Nintendo of America, Inc.

Fujisanki Communications International, Inc.
150 East 52 Street, New York, NY 10022
Tel. (800) 255 1431 In NY State (212) 753 8100



FCI

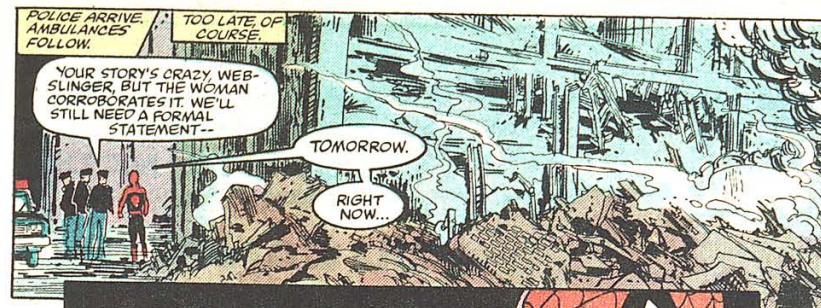




NOW TAKE YOUR FAVORITE NINTENDO TITLES WITH YOU ANYWHERE!!!!!!

NINTENDO GAME & WATCH LETS YOU PLAY DONKEY KONG, OR SUPER MARIO BROS, IN A CAR, A BUS, OR EVEN IN A TREE WITH YOUR FRIENDS!!! 24 TITLES TO CHOOSE FROM.

BATTERIES ARE INCLUDED. AVAILABLE AT A RETAILER NEAR YOU! NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA. NINTENDO GAME & WATCH IS IMPORTED BY MICRO GAMES, LOS ANGELES CA 90004.



POLICE ARRIVE. AMBULANCES FOLLOW.

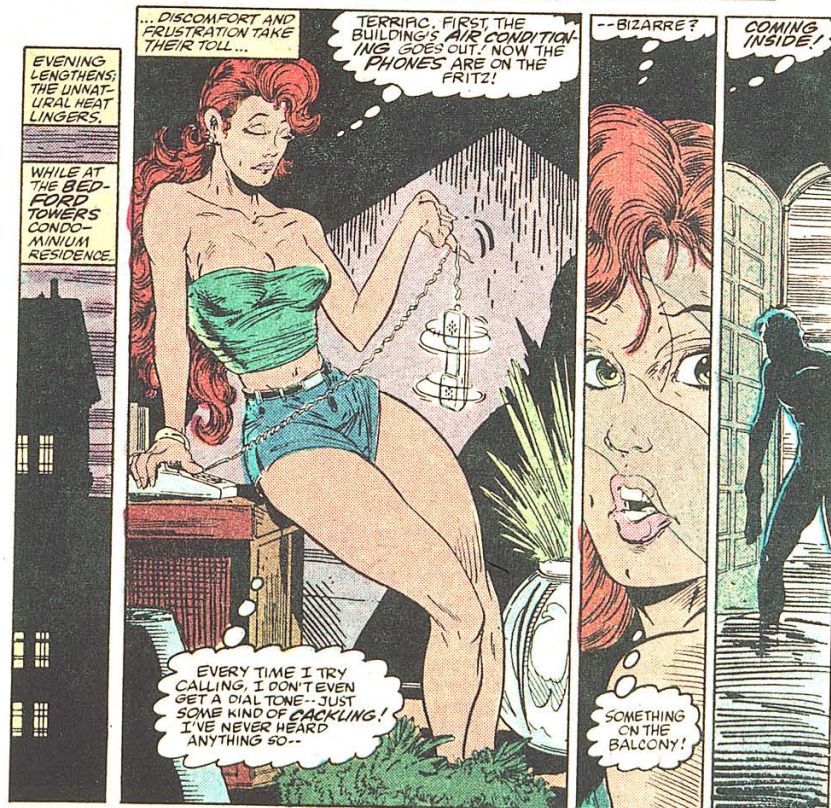
TOO LATE, OF COURSE.

YOUR STORY'S CRAZY WEB-SLINGER, BUT THE WOMAN CORROBORATES IT. WE'LL STILL NEED A FORMAL STATEMENT--

TOMORROW.

RIGHT NOW...

... I REALLY HAVE NOTHING TO SAY.



EVENING LENGTHENS; THE UNNATURAL HEAT LINGERS.

WHILE AT THE BED-FORD TOWERS CONDO-MINIUM RESIDENCE.

... DISCOMFORT AND FRUSTRATION TAKE THEIR TOLL...

TERRIFIC, FIRST THE BUILDING'S AIR CONDITIONING GOES OUT. NOW THE PHONES ARE ON THE FRITZ!

-- BIZARRE? --

COMING INSIDE!

EVERY TIME I TRY CALLING, I DON'T EVEN GET A DIAL TONE-- JUST SOME KIND OF CACKLING! I'VE NEVER HEARD ANYTHING SO--

SOMETHING ON THE BALCONY!

TOP GUN

REAL ENGINE
POWERED MODEL
AIRPLANE

YOU CAN FLY!



Hold on tight. The Cox .049 engine powered Top Gun will give you an awesome thrill . . . Fuel your engine, flip the propeller and the powerful Cox .049 engine roars to life. Radical thrust accelerates the Top Gun forward. Then, just like a U.S. Navy Top Gun fighter pilot, you take the handle you are grasping and pull back. The control line activates the elevator and your Top Gun takes off. You're airborne! Now the sky is yours. Steep climbs, power dives — the Top Gun is at your command! Join the elite. Visit your favorite hobby shop or other retailer and fly your own Cox .049 engine powered Top Gun.

See all the Cox Products. Send for your free Cox catalog. Include \$1.00 and receive a Cox iron-on patch.



Cox Hobbies, Inc.
1525 E. Warner Avenue, Box M
Santa Ana, CA 92705

©1988 Cox Hobbies, Inc.



WHEW! PETER! YOU GAVE ME SUCH A -- HEY.

SOMETHING WRONG?



HE SITS; HE TALKS. HIS WORRIED WIFE LISTENS...

I WAS RESPONSIBLE, MARY JANE. AT LEAST INDIRECTLY. IT WAS MY FIGHT!

NOW MY PRIORITIES, MY VALUES, ARE ALL CONFUSED!

I DON'T KNOW WHAT'S REALLY IMPORTANT ANYMORE.



I DIDN'T EVEN THINK TO GET MY CAMERA BACK. TAKING AND SELLING PICTURES SEEMED SO IRRELEVANT.

I'VE FACED TOUGH SITUATIONS BEFORE, BUT BLAST IT, SOMEONE DIED! AND BECAUSE OF ME! HOW DO I DEAL WITH THAT?

I... I...



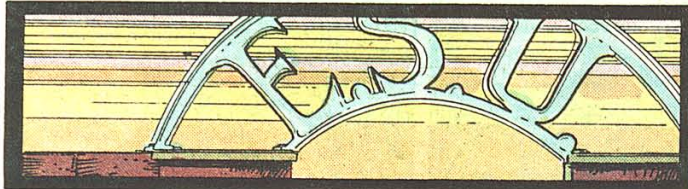
WHAT CAN I SAY? WHAT SHOULD I DO--?

THANKS FOR LISTENING, M.J. IT HELPED A BIT, BUT NOW--

-- I THINK I JUST WANT TO SLEEP.

IF ONLY HE COULD.

THE NEXT MORNING--
EMPIRE
STATE
UNIVERSITY.



A PHYSICS LECTURE IS BARELY HEARD...

CAN'T CONCENTRATE. KEEP SEEING THAT MAN'S FACE. HEARING THE WOMAN'S SCREAM.

TO REITERATE: THE THERMODYNAMIC PROPERTIES OF LESSER--

NUTS.

MR. PARKER?

BETTER HEAD FOR THE LAB. MAYBE--

WELL, HEY.

CURT CONNORS!

ARE WE BORING YOU?

WHO-- PETER?

IT'S GOOD TO SEE YOU.

I'VE STARTED UP MY GRADUATE STUDIES AGAIN, DR. CUNNORS.

MAYBE WE CAN WORK TOGETHER SOMETIME.

HMM? OH, YES! OF COURSE!

YOU OKAY? YOU SEEM DISTRACTED.

NO, NO. MERELY ADJUSTING TO THE NEW TERM. I'LL UM SEE YOU LATER, PETER.

ACTUALLY, I HAVE BEEN FEELING ODD-- PROBABLY JUST THE STRANGE WEATHER.

AND WHY BOTHER YOUNG PARKER ABOUT IT? I'M SURE HE'S GOT TROUBLES OF HIS OWN...

INDEED, BUT HE TRIES TO FORGET THEM AS HE ENTERS THE SCIENCE BUILDING WHERE, ALONG WITH BRITISH TRANSFER STUDENT ANNE-MARIE BAKER, HE WORKS AS A RESEARCH ASSISTANT FOR DR. EVAN SWANN...

EVERYTHING GOING WELL?

SURE, DR. SWANN.

WHY, UM, HELLO, PETER.

FINE, FINE. UM, CARRY ON.

-- WHEN IT CAME OUT THAT HE'D BOUGHT HIS HIGH SCHOOL DIPLOMA!*

THE UNIVERSITY WAS WISE ENOUGH TO WANT TO KEEP HIM ON--

-- BUT THEY STILL HAD TO DISCIPLINE HIM. HE WAS STRIPPED OF TENURE AND PRIVILEGES, AND HE HADN'T QUITE GOT OVER THAT YET.

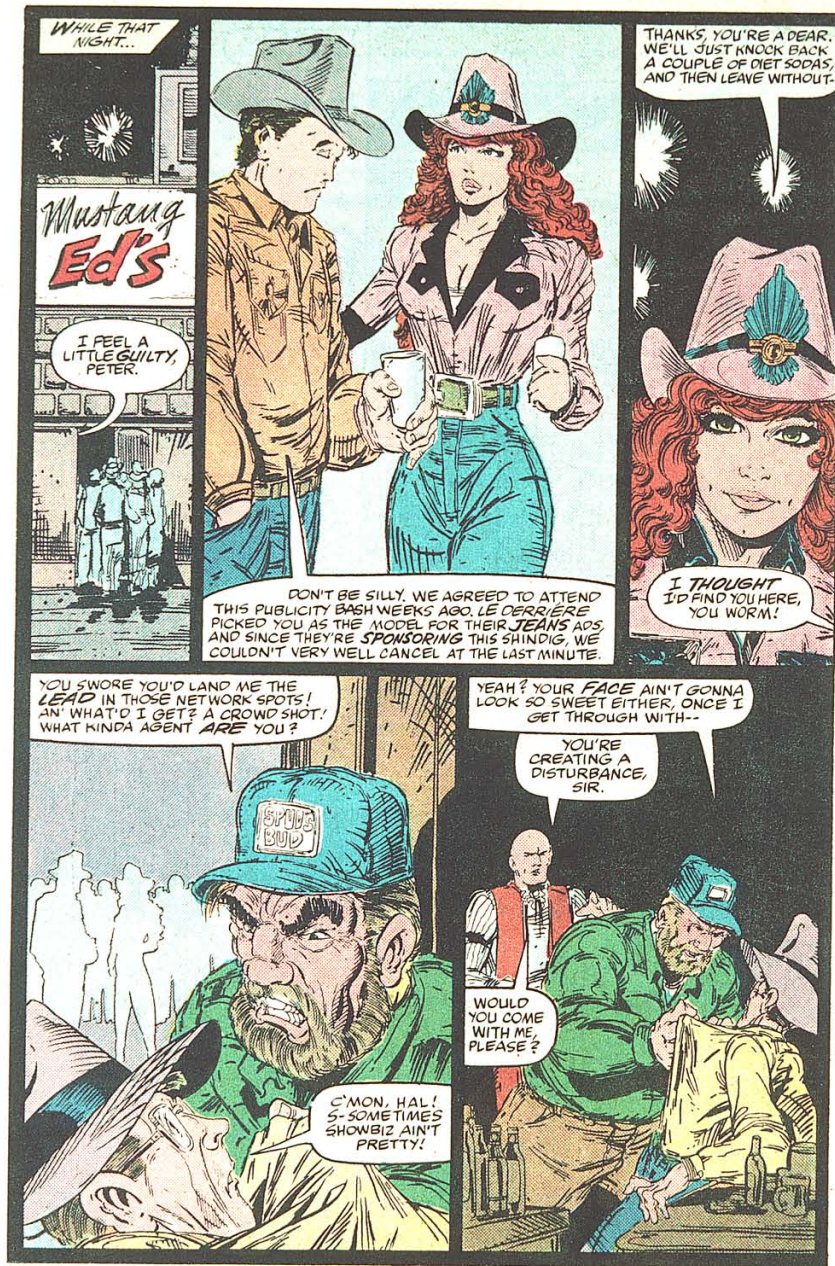
WISH I COULD BE MORE SYMPATHETIC, BUT MY MIND KEEPS COMING BACK TO MY OWN PROBLEMS. JUST WHAT I NEED.

DOC SWANN STILL HASN'T GOTTEN HIS OLD FIRE BACK HAS HE?

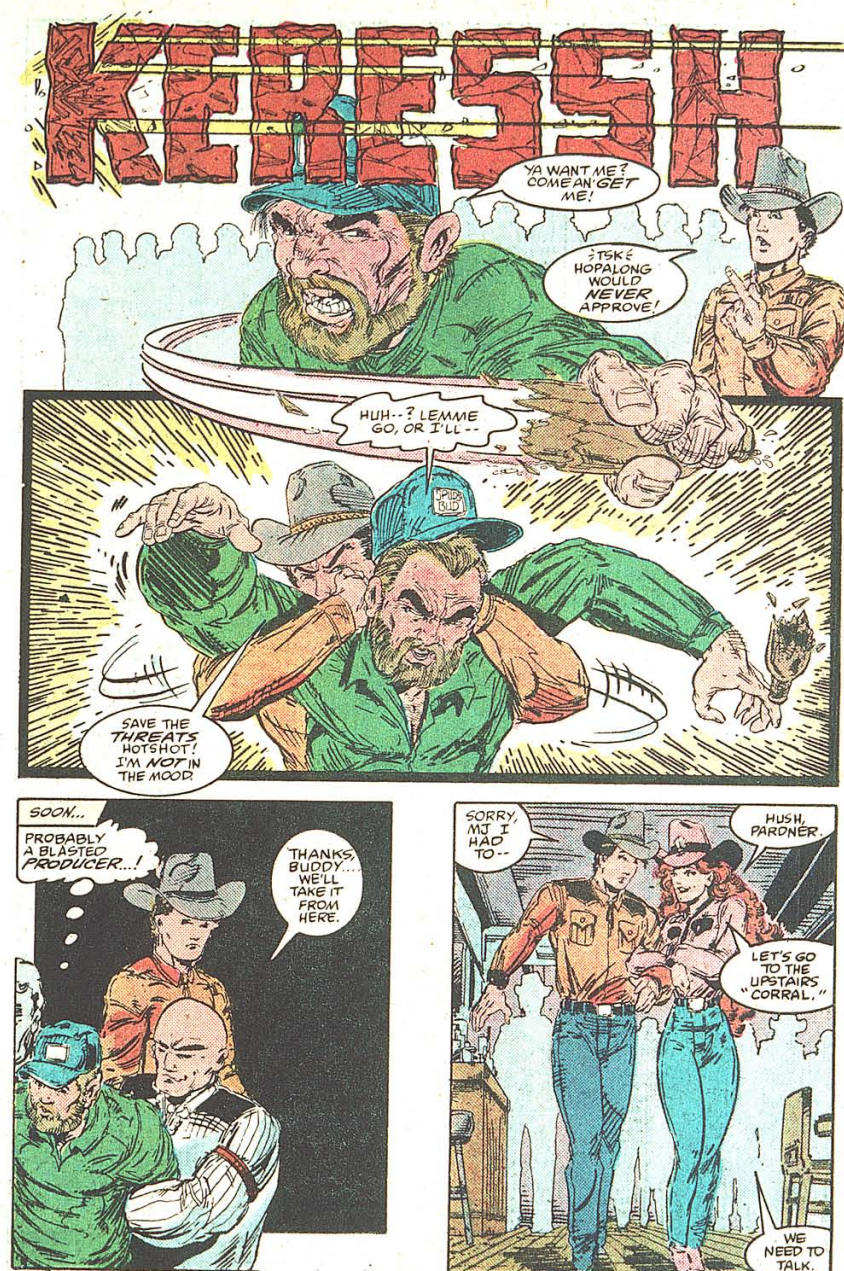
*FRAID NOT HE SUFFERED QUITE AN EMOTIONAL SETBACK--

*SEE LAST ISSUE--J.S.

SOMETHING ELSE TO FEEL GUILTY ABOUT!



16



17

AND MOMENTS LATER, ON AN ISOLATED BALCONY...

YOU KNOW, YOU JUST RISKED YOUR LIFE FOR A TOTAL STRANGER.

IT WASN'T MUCH OF A RISK. WITH MY POWERS... EVEN HOLDING BACK.

HUH? WELL, UH, I-I GUESS I WOULD HAVE TRIED TO TALK HIM OUT OF IT. OR...?

YOU WOULD HAVE DONE SOMETHING, PETER! BECAUSE THAT'S A PART OF YOU! AND THAT'S EXACTLY WHAT THAT MAN IN THE ALLEY DID!

UH-HUH. AND WHAT IF YOU DIDN'T HAVE SUPER POWERS?

SPIDER-MAN JUST HAPPENED TO BE INVOLVED, BUT HE PROBABLY WOULD HAVE DONE THE SAME IF ANYONE HAD BEEN IN JEOPARDY.

AND SO WOULD YOU.

"AS SOON AS THIS PARTY'S OVER, I'M GOING TO GET MY CAMERA FROM THAT ALLEYWAY--"

I... I NEVER THOUGHT OF IT LIKE THAT. GUESS I HAVE BEEN SELFISH, EXPECTING UNDERSTANDING FROM OTHERS, BUT NOT WILLING TO GIVE IT MYSELF.

THE MAN'S DEATH STILL SADDENS ME--A LOT--BUT MAYBE I CAN ACCEPT IT NOW. THANKS FOR SETTING ME STRAIGHT, LADY.

"-- AND THEN GET ON WITH THE REST OF MY LIFE!"

YOU BRAVE DANGER TO HELP PEOPLE EVERY DAY, AND LIVE WITH THAT OUT OF RESPECT FOR YOU. NOW YOU HAVE TO RESPECT IT IN THE MAN WHO DIED! IT WAS HIS CHOICE!

WEBBING DISSOLVED AFTER AN HOUR. CAMERA DROPPED TO A LEDGE.

I DON'T GET IT! WHERE'S THE RUBBLE? THERE'S NO SIGN OF A FIGHT AT ALL! EVEN THE WALL THAT BRICK MONSTER CAME FROM IS INTACT!

BUT IT'S STURDY. SHOULDN'T BE DAMAGED AT LEAST IT DIDN'T FALL ALL THE WAY TO THE... GROUND?

IT'S LIKE EVERYTHING THAT HAPPENED LAST NIGHT WAS JUST A DREAM! AN ILLUSION!

I MEAN, SURE, THE ALLEY WAS FOGGY, BUT THERE'S NO WAY I COULD HAVE-- WAIT A MINUTE!

FOG?

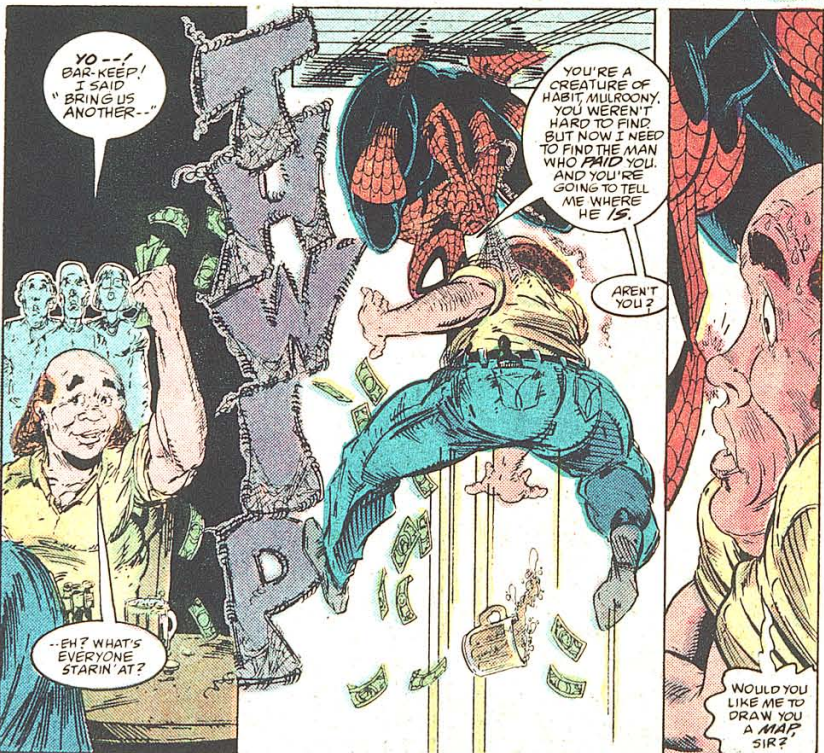
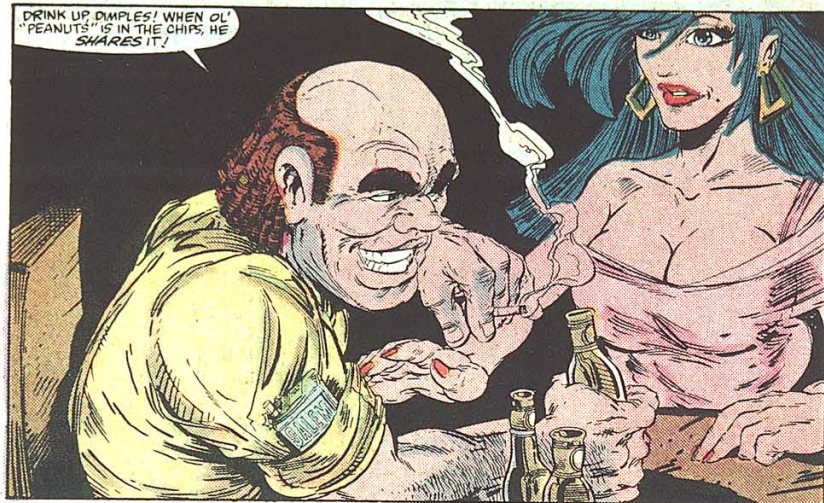
ILLUSION?

BINGO.

AND SOMETIME LATER, AT A WATERFRONT BISTRO FREQUENTED BY THE CITY'S LESS ILLUSTRIOUS INHABITANTS...

OH, GAR-SONE! ANOTHER ROUND O' BREWSKIES FER MY FRIENDS!

DRINK UP DUMPLINGS! WHEN OL' PEANUTS' IS IN THE CHIPS, HE SHARES IT!



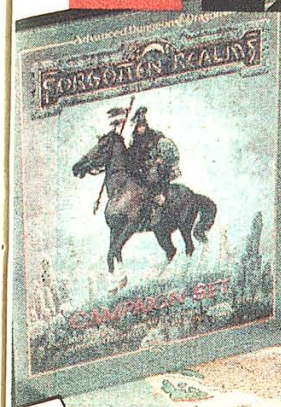
20

TSR
TSR, Inc.

TERRITORIAL EXPANSION

The FORGOTTEN REALMS™ Game World expands! New, richly detailed maps and accessory sets and exciting novels take you deeper and further into the most ambitious fantasy world ever conceived.

ENTER HERE. The FORGOTTEN REALMS Campaign set is your gateway into the most unforgettable world in ADVANCED DUNGEONS & DRAGONS® gaming history. Join the hoard of over 100,000 AD&D® game fans who have already taken a giant step for dragonkind into the Forgotten Realms.



With the new CITY SYSTEM map set, there's more to explore than ever before. Explore the nooks and crannies of Waterdeep, the greatest city in the Forgotten Realms. Twelve elaborately detailed, full-color poster-size maps fit together to form the largest city in gaming history.

East meets West as the major Oriental Adventures and FORGOTTEN REALMS campaigns meet and mix for the ultimate role-playing adventure in Kara-Tur.

This first-ever look at the Oriental region of the Forgotten Realms comes with two full-color, poster-size maps of the Eastern Realms and two 96-page booklets.

Ed Greenwood, author of the FORGOTTEN REALMS fantasy campaign setting, now gives you SPELLFIRE. A powerful new novel in which the courage of Shandril of Highmoon is tested by unspeakable monsters and evil magic on a colossal scale. (Available in August.)

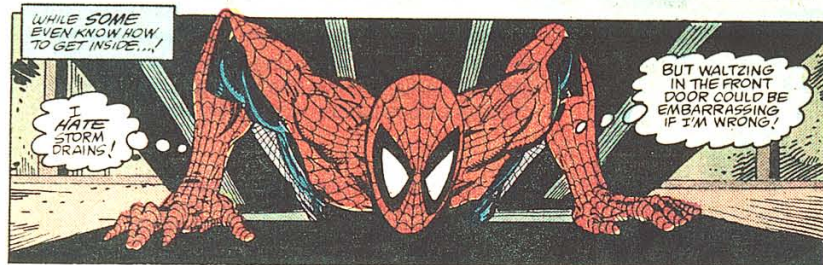
The FORGOTTEN REALMS Products are available at most book and hobby stores.



Yet again, the Moonshae Isles come under the threat of sinister and supernatural forces in BLACK WIZARDS, book two of Doug Niles' astounding Moonshae trilogy. The Folk must turn to Tristan Kendrick, Prince of Cornwell, to overcome the will of the council of dark sorcerers. Already on nationwide best-seller lists!

BUT THAT PROVES UNNECESSARY FOR MOST MANHATTANITES ARE ALREADY AWARE OF THE RESURGENCE OF FILM PRODUCTION IN THEIR FAIR CITY--

-- AND OF THE EAST SIDE WAREHOUSE THAT WAS RECENTLY CONVERTED INTO A SOUND STAGE.



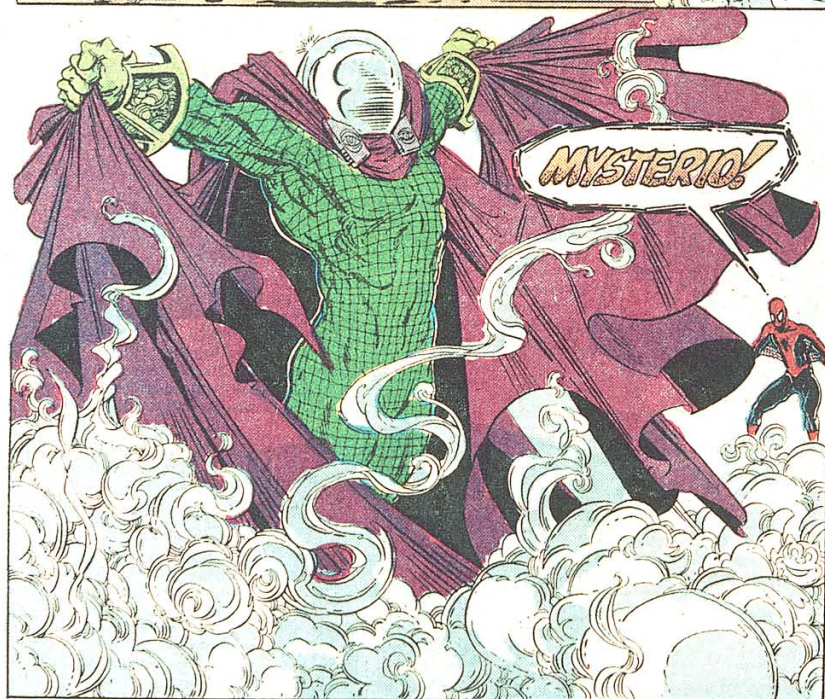
WHILE SOME EVEN KNOW HOW TO GET INSIDE...

I HATE STORM DRAINS!

BUT WALTZING IN THE FRONT DOOR COULD BE EMBARRASSING IF I'M WRONG!



WHICH I'M NOT! THAT MIST CLENCHES IT! THERE'S ONLY ONE MAN WHO COULD BE BEHIND ALL THIS!



WELCOME TO BASIC TRAINING.

Don't be deceived by the name—the only thing basic about DUNGEONS & DRAGONS Set #1 is how easy it makes it to begin your quest.

You'll be armed with everything you need, including: The Player's Guide for beginning characters—a 64-page volume loaded with simple as well as expert combat rules and role playing tips... The Dungeon Master's Handbook—a cache of treasures, monsters and dungeons...



... Special dice and a three-part solo adventure so you can test your D & D® game skills before you venture forth with friends.

Join over 2 million Fighters, Clerics, Thieves, Elves, Magic-Users, Halflings, Dwarves and Dungeon Masters on the fantasy adventure of a lifetime!

If you can survive basic training, you'll be well prepared for all the other DUNGEONS & DRAGONS adventures that lie ahead.

DUNGEONS & DRAGONS®

FANTASY ROLE PLAYING GAME

SET #1: BASIC RULES



DUNGEONS & DRAGONS, D & D the TSR Logo and PRODUCTS OF YOUR IMAGINATION are trademarks of TSR, Inc. © 1986 TSR Inc. All Rights Reserved.

IT WAS **MUL ROONY**! WASN'T IT? I SHOULD HAVE KNOWN, BUT I COULDN'T RESIST ADDING AN ELEMENT OF FAMILIARITY TO MAKE MY ULTIMATE ILLUSION MORE **BELIEVABLE!**

I HAD SPOTTER-TEAMS STATIONED FOR DAYS, WAITING TO REPORT WHERE YOU WERE, SO I COULD **ACTIVATE** THAT ILLUSION! SO I COULD INSTILL IN YOU THE BELIEF THAT YOU WERE THE CAUSE OF AN INNOCENT MAN'S **DEATH!**

BUT WHY?

YOU'VE DEFEATED ME BEFORE, SPIDER-MAN, PARTLY BECAUSE OF THE CONVICTION THAT YOU **COULD!** I SOUGHT TO SHAKE YOU, TO UNDERMINE YOUR CONFIDENCE, TO WEAKEN YOU PSYCHOLOGICALLY SO THAT I COULD DEFEAT YOU!

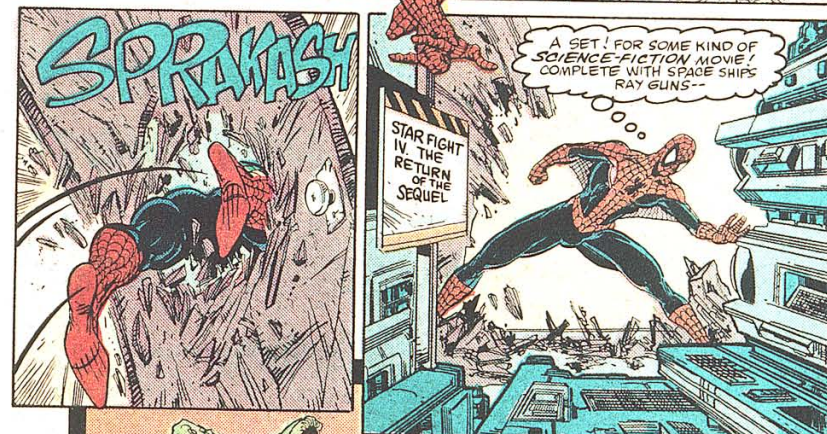
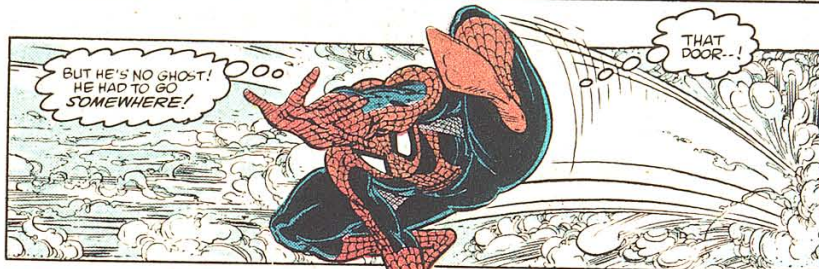
AND THUS PURSUE THE WEALTH AND FAME I'VE SO LONG COVETED, WITHOUT YOUR ANNOYING INTERFERENCE!

SOMETHING'S WRONG! HE'S TALKING INSTEAD OF ATTACKING! TRYING TO DISTRACT ME FROM--

-- THE MIST! ITS CHEMICALS DULL MY EARLY-WARNING SPIDER-SENSE!

BLAST IT, MYSTICIO! YOU WON'T GET ME THAT EASILY!

24



25

BULLPEN MINI BULLETINS

QUOTE OF THE MONTH:

Boy, the best way to keep a fantastic secret is to tell everyone. Then nobody believes it!

—Ben, SOLARMAN #1

ITEM: It isn't every day one of our Marvel super heroes gets a plug from the Chief Executive of the United States—that's right, President Ronald Reagan—but that's just what happened last May 3 on Baltimore's 11 o'clock news on WMAR's Channel 2 Newscenter! When asked whether he reads his horoscope in the daily newspaper, Mr. Reagan replied: "Every morning I start the day the first thing I read in the paper are the comics. I'm just dying right now to see how Spider-Man is going to get out from under that great big heavy wrestler." We trust the President did find out how our wondrous web-slinger escaped that particular dilemma in our popular daily Spider-Man strip (still written by The Man himself, Stan Lee). What we want to know is how the President managed to escape answering the newsmen's question about astrology! (Maybe the Chief dazzled him with web-fu!)!

ITEM: Last month we told you how we've taken our Assistant Editors Workshop on the road to various summer comics conventions. This time we're going to spill the beans about another convention attention-getter sponsored by Marvel's wacky staffers. Unleashed upon an unsuspecting fandom from Atlanta to San Diego this season was a little program entitled "The Marvel Madmen Strike Back." Those who attended thought they were in for a standard Q and A session, but instead, they got to see some of their batty Bullpeners improvising outrageous antics and kooky kapers, reinforcing Marvel's rep as not only a major force but also a major force in the comics industry. Picture, if you will, editors Howard Mackie, Bobbie Chase, and Terry Kavanagh

demonstrating their juggling prowess! Picture a Pitt-Juice Chug-Off between X-MEN writer Chris Claremont and Exec Editor Mark Gruenwald (Chris won—he mutated the most!). Picture Editor in Chief Tom DeFalco on his hands and knees as the foundation of a human pyramid. (All right—so it wasn't "Stan Lee at Carnegie Hall"! What is?)

ITEM: On Thursday, July 14th, the magnificent Marvel Bullpeners played the second of three softball games against the diabolical DC Bullets. Although we maintained a steady lead throughout the game, DC dazzled us with some dynamic ball playing in the final inning to pull ahead and win the game at 8-7. Their victory ties the series at one apiece and the rubber match is scheduled for September 8 in Central Park. We'll let you know how it went (if they don't beat us to it—uh...!).

CHECKLIST

- ☐ DAREDEVIL #262
- ☐ SEMPER FI #2
- ☐ WEST COAST AVENGERS #40
- ☐ WOLFPACK Limited Series #6
- ☐ G.I. JOE SPECIAL MISSIONS #17
- ☐ WEB OF SPIDER-MAN #46
- ☐ MARVEL COMICS PRESENTS #10
- ☐ CONAN THE KING #28 & #29!
- ☐ EX CALIBUR #4
- ☐ STRIKE FORCE: MORITURI #25
- ☐ TALES OF G.I. JOE #13
- ☐ CAPTAIN AMERICA #349
- ☐ SOLO AVENGERS #14
- ☐ AMAZING SPIDER-MAN #311
- ☐ NEW MUTANTS #71

- ☐ SOLARMAN #1
- ☐ ALPHA FLIGHT #66
- ☐ WOLVERINE #3
- ☐ MARVEL AGE MAGAZINE #70
- ☐ INCREDIBLE HULK #351
- ☐ MARVEL TALES #219
- ☐ AVENGERS #299
- ☐ CONAN THE BARBARIAN #214
- ☐ G.I. JOE #82
- ☐ PUNISHER #15
- ☐ SILVER SURFER #19
- ☐ UNCANNY X-MEN #240
- ☐ CLASSIC X-MEN #29

- ☐ MARVEL COMICS PRESENTS #11
- ☐ SAGA OF THE SUB-MARINER Limited Series #3
- ☐ FANTASTIC FOUR #322
- ☐ IRON MAN #238
- ☐ SPEEDBALL #4
- ☐ THOR #399
- ☐ POWER PACK #43
- ☐ SPECTACULAR SPIDER-MAN #146
- ☐ TRANSFORMERS #48
- ☐ X-FACTOR
- ☐ X-TERMINATORS Limited Series #4

- ☐ DOCTOR STRANGE #2
- ☐ G.I. JOE EUROPEAN MISSIONS #5
- ☐ THE 'NAM #26
- ☐ MARVEL MAGAZINES
- ☐ SPIDER-MAN COMICS MAG. #13
- ☐ THE 'NAM MAGAZINE #6
- ☐ SAVAGE SWORD OF CONAN #155
- ☐ CONAN SAGA #20
- ☐ MARVEL BOOKSHELF
- ☐ NICK FURY VS. S.H.I.E.L.D. Graphic Album
- ☐ G.I. JOE Trade Paperback
- ☐ MARVEL MASTERWORKS: THE AVENGERS

QUICK SHOTS FOR HOT SHOTS



Want to become a real hot shot? Then, think quick. Think QuickShot.® Every QuickShot joystick is designed to give you fighter pilot response. Rapid fire control. Pinpoint precision. All the state-of-the-art features you need to control the action. On your terms.

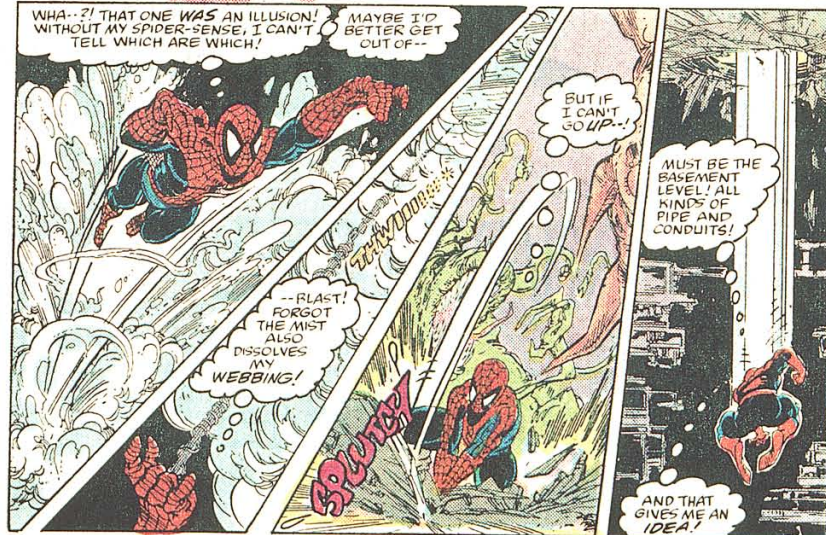
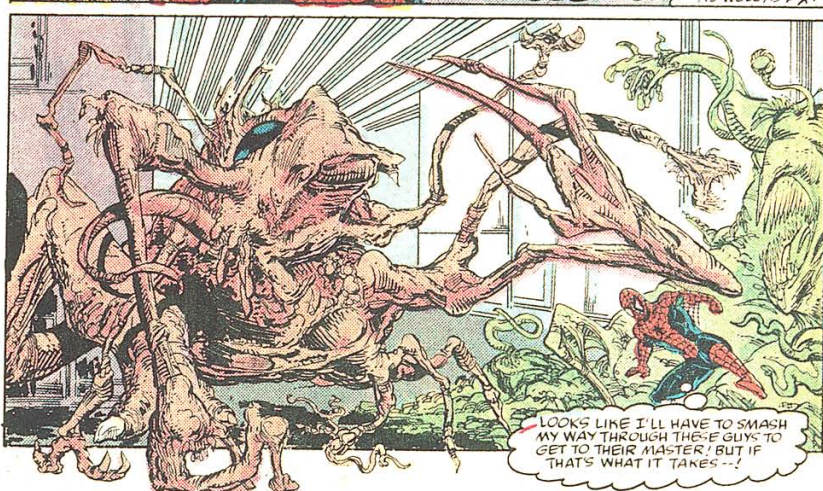
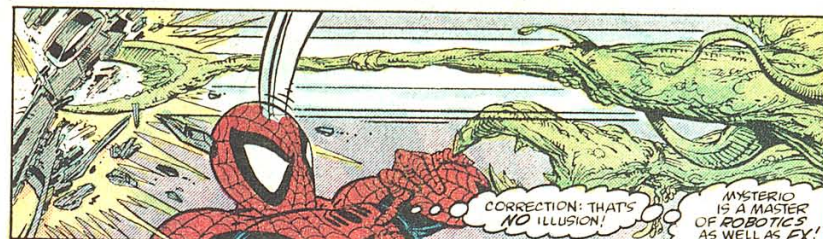
You and your QuickShot react as one. You think it; QuickShot zaps it. And no matter what video system you own (Nintendo, Sega, Atari, Amstrad, Commodore, Apple, and IBM PCs), we've got a stick that fits your style.

So what are you waiting for? Wrap your fingers around a QuickShot. And become a real live hot shot.

QuickShot
by Bondwell®

QuickShot®
15,000,000
SOLD WORLDWIDE

*Registered trademarks of respective companies. © 1988 Bondwell



COMING TO
TV THIS FALL!



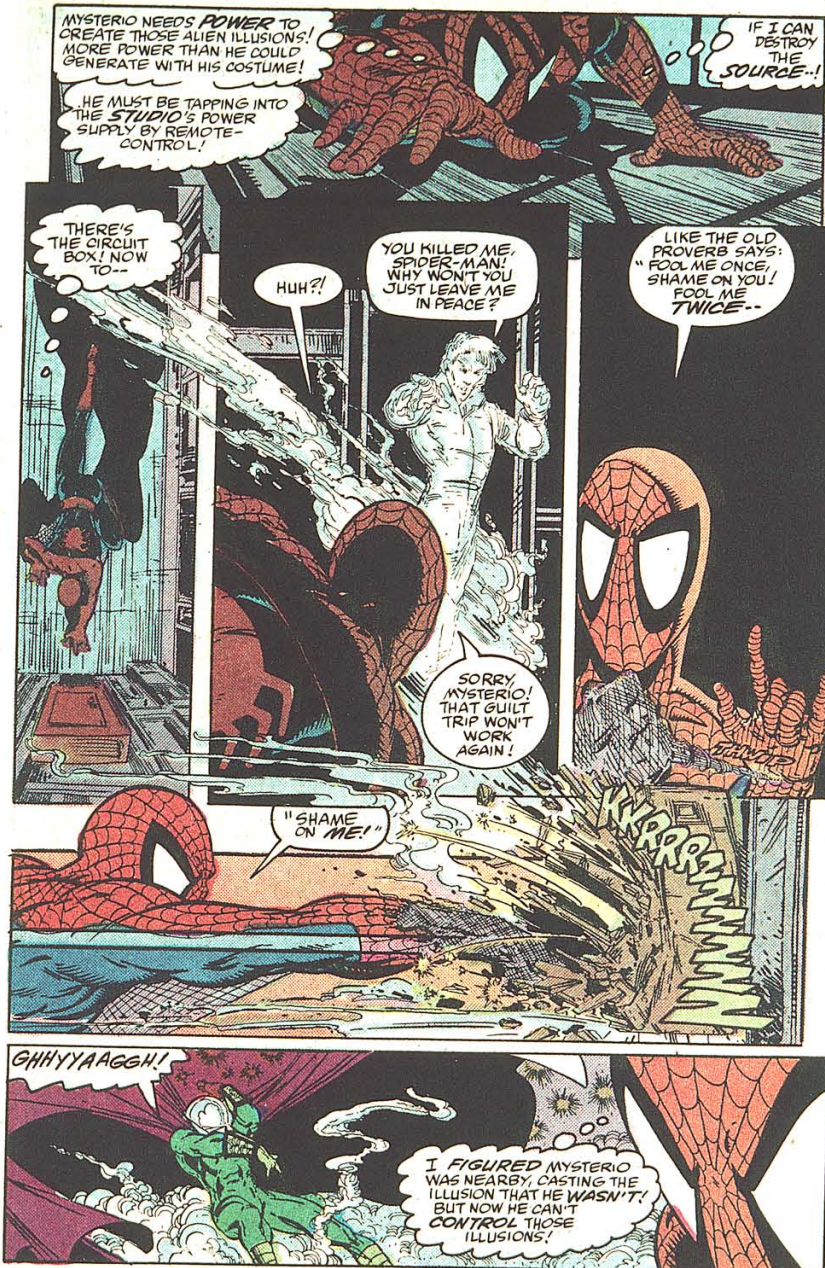
PREMIERING OCT. 1-2

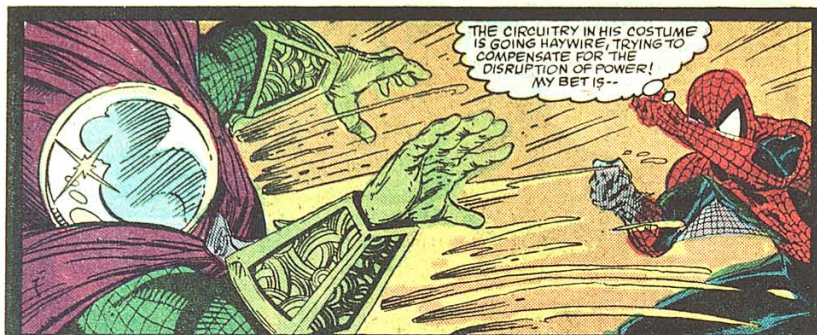
MARVEL *Action* UNIVERSE

CHECK YOUR LOCAL LISTINGS
FOR TIME AND STATION

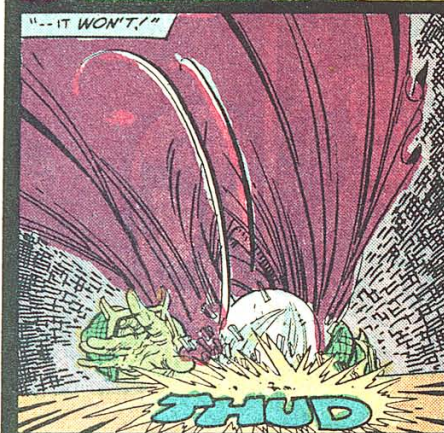
MARVEL PRODUCTIONS, LTD.
6007 SEPULVEDA BLVD.
VAN NUYS, CALIFORNIA 91411
A NEW WORLD COMPANY

Copyright © 1988 Marvel Entertainment
Group, Inc. All rights reserved. Spider-Man is
a trademark of Marvel Entertainment Group,
Inc. Iron Man is a trademark of Marvel
Entertainment Group, Inc. TM & © 1988 Orion
Pictures Corporation. All rights reserved.

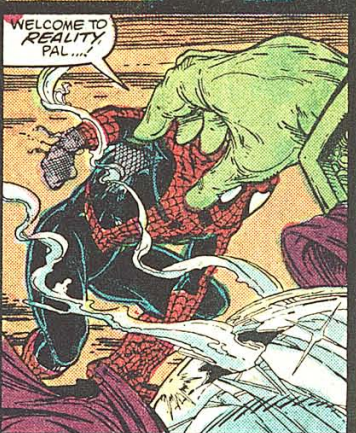




THE CIRCUITRY IN HIS COSTUME
IS GOING HAYWIRE, TRYING TO
COMPENSATE FOR THE
DISRUPTION OF POWER!
MY BET IS--



"--IT WON'T!"



WELCOME TO
REALITY
PAL....

LATER AT THE
BEDFORD
TOWERS...

I DON'T KNOW WHAT I'D DO WITHOUT YOU. I
ALSO DON'T KNOW WHY MYSTERIO CREATED
ALL THOSE OTHER ILLUSIONS, LIKE THE UON
STATUES AND ALL.

THANKS
AGAIN FOR
BEING
STRONG
FOR ME,
MARY JANE.

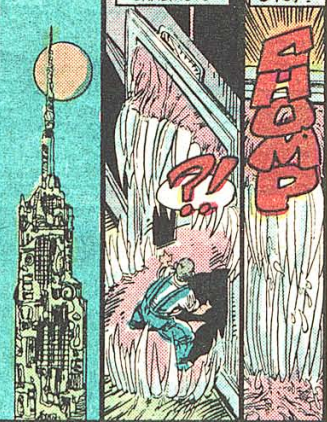


BUT NOW THAT
HE'S IN POLICE
CUSTODY--

"--I
GUESS"

"--ALL THE
CRAZINESS--

"--WILL
STOP!"



EPILOGUE:
HICKSVILLE, L.I.
INSIDE HARRY
OSBORN.

HARRY!
HARRY, WHAT
IS IT?



IT...IT'S NOTHING,
LIZ. JUST A DREAM.
THE PRESSURES OF
RUNNING THE FAMILY
BUSINESS. I
GUESS.

LISTEN,
I'M GOING
TO CHECK ON
NORMAN.
YOU GO BACK
TO SLEEP.
OKAY?



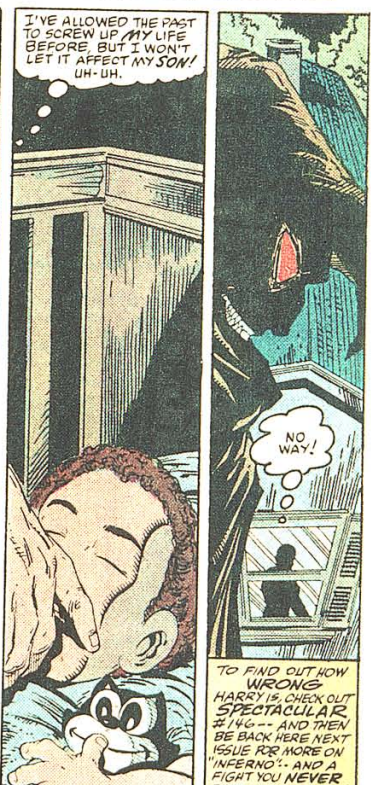
BOYS FINE OF
COURSE HE IS!

GOTTA
GET MY
HEAD TO-
GETHER!

I'VE ALLOWED THE PAST
TO SCREW UP MY LIFE
BEFORE, BUT I WON'T
LET IT AFFECT MY SON!
UH-UH.

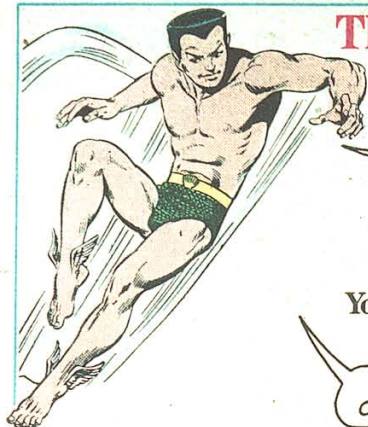


CAN'T LET
THOSE
NIGHTMARES
GET ME
DOWN!



NO
WAY!

TO FIND OUT HOW
WRONG
HARRY IS, CHECK OUT
SPECTACULAR
#146-- AND THEN
BE BACK HERE NEXT
ISSUE FOR MORE ON
"INFERNO"-- AND
FIGHT YOU NEVER
THOUGHT YOU'D SEE!



There's something fishy
going on here!

YOU MEAN ME?

No, we're talking about the
great new subscription offer for
your MARVEL COMICS Titles!
You can get a **14-ISSUE** subscription
for the price of 12!

THAT'S A WHALE OF A SALE!
OFFER EXPIRES NOVEMBER 30, 1988!

1 TITLE — 14 ISSUES for **ONLY \$7.75!**
That's 53¢ a copy vs. 75¢ on the newsstand!

- | | | | |
|--|--|--|--|
| ☐ Captain America | ☐ Incredible Hulk | ☐ Semper Fi | ☐ Thor |
| ☐ Daredevil | ☐ Iron Man | ☐ Solo Avengers | ☐ West Coast Avengers |
| ☐ Fantastic Four | ☐ Marvel Tales | ☐ SpeedBall | |

1 TITLE — 14 ISSUES for **ONLY \$9.00!**
That's 64¢ a copy vs. \$1.00 on the newsstand!

- | | | | |
|---|---|--|--|
| ☐ Amazing Spider-Man | ☐ G.I. Joe | ☐ Punisher | ☐ Web Of Spider-Man |
| ☐ Avengers | ☐ G.I. Joe Special Mission | ☐ Silver Surfer | ☐ X-Men |
| ☐ Conan | ☐ New Mutants | ☐ X-Factor | |
| ☐ Groo | ☐ Peter Parker | ☐ Transformers | |

BI-WEEKLY TITLE

MARVEL COMICS Presents: (14 ISSUES)

Regular Price

\$17.50

You Pay Only

\$15.00

SPECIAL PRICES:

	14 Issues Regular Price	14 Issues You Pay Only		14 Issues Regular Price	14 Issues You Pay Only
☐ Conan Sage	\$28.00	\$19.00	☐ Wolverine	\$21.00	\$16.00
☐ Nam Magazine	\$28.00	\$19.00	☐ Alpha Flight	\$21.00	\$16.00
☐ Savage Sword of Conan	\$28.00	\$19.00	☐ Cloak & Dagger	\$21.00	\$16.00
☐ DP7	\$21.00	\$16.00	☐ Dr. Strange	\$21.00	\$16.00
☐ Star Brand	\$21.00	\$16.00	☐ The Nam (comic)	\$21.00	\$16.00
☐ Justice	\$21.00	\$16.00	☐ Power Pack	\$21.00	\$16.00
☐ Psi-Force	\$21.00	\$16.00	☐ Strikeforce Morituri	\$21.00	\$16.00
☐ Conan the King	\$21.00	\$16.00	☐ Punisher's War Journal	\$21.00	\$16.00
☐ Excalibur	\$21.00	\$16.00	☐ X-Men Classics	\$17.50	\$14.00
☐ Tales of G.I. Joe	\$21.00	\$16.00			

Regular Price

\$11.70

You Pay Only

\$9.00

☐ Marvel Fanfare (6 issues)

\$ 9.00

\$7.00

☐ Alien Legion (6 issues)

\$ 6.00

\$5.00

☐ Marvel Age (12 issues)

Mail to: Marvel Comics Subscription Dept.
387 Park Avenue South New York, NY 10016

If renewing, enclose your mailing label. Make checks or money
orders payable in U.S. Funds to Marvel Comics. Canada and
Foreign countries add \$2.00 per title. Allow 10 weeks for
delivery. If not satisfied, refund guaranteed on all unserved
issues.

First Initial ▼ Last name

NAME

ADDRESS

CITY

STATE ZIP AGE KEY: SEPT:88

© 1988 General Mills, Inc.



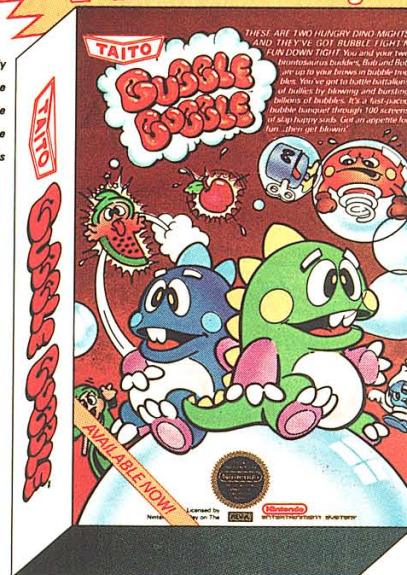
B FOLD BACK SO 'A' MEETS 'B' TO REVEAL THE MONSTER ◀A

TM & © 1988 Marvel Entertainment Group, Inc. G.I. JOE, TRANSFORMERS © 1988 Hasbro, Inc. GROO TM &
© 1988 Sergio Aragones. ALIEN LEGION TM & © 1988 Cani Potts. CONAN TM & © 1988 Conan Properties, Inc.

**BUBBLE BOBBLE IS DINO-MIGHT!
(FOR YOUR NINTENDO ENTERTAINMENT SYSTEM)**

WHAM!

Bubble Bobble is totally
addictive action. It's the
Number One game in Europe
for over 3 months. Scramble
over 100 screens of laughs



as your brontosaurus
buddies, Bub and Bob, blow
you away with endless
action. If you're lookin' for
fun, these dudes are the one.

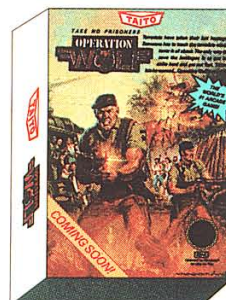
GRAB THESE OTHER EXPLOSIVE ARCADE HITS FROM TAITO!



2 A.M. IS NO TIME TO BE ALONE IN THE
SUBWAY AND YOU'RE ABOUT TO FIND
OUT WHY... This is the original arcade hit.
One of the hottest games in Europe. Thrill to
the arcade-quality graphics of this fast-
paced street-style Karate brawl. Scream
through Renegade's multiple levels of play
and see what real action is all about.



NOBODY EVER SAID IT WOULD BE EASY.
YOU'VE GOT TO FLY YOUR WORLD WAR II
P-40 FIGHTER ON A TOP SECRET MISSION...
Take the arcade's meanest air battle home
for keeps. Strap in for explosive high-flying
action. Hold on for your life as you soar
through incredible graphics and spellbinding
sound. You'll never want to land.



TAKE NO PRISONERS. TERRORISTS HAVE
TAKEN THEIR LAST HOSTAGE. SOMEONE
HAS TO TEACH THE TERRORISTS WHAT
TERROR IS ALL ABOUT... Take the world's
best arcade game home. Mind-blowing arcade
quality graphics take you behind enemy lines
to destroy terrorists and save helpless hostages.
One play and you'll know why it's number 1.

Taito's hot line of arcade games for the Nintendo Enter-
tainment System[®] is one fast-action classic after another.
And now you can get in on all the action, too.
Everyone knows that arcade games are the benchmark
has evaluated the quality of these prod-
ucts. Licensed by Nintendo[®] for play on the
Nintendo Entertainment System.[®] Nintendo and Nintendo
Entertainment System[®] are trademarks of Nintendo of America

THE ONLY GAME IN TOWN.[™]
TAITO

for all other video games. Taito has been a leader in the
arcade for over 30 years and that's why you can count on
Taito to bring you the hottest games available for your
Nintendo Entertainment System.
Inc. Taito, Renegade[™], Sky Shark[™], Bubble Bobble[™] and
Operation Wolf[™] are trademarks of Taito America Corpora-
tion. ©1988 Taito America Corporation. All rights reserved.
Advertisement by: Qually & Company, Inc. (Chicago).